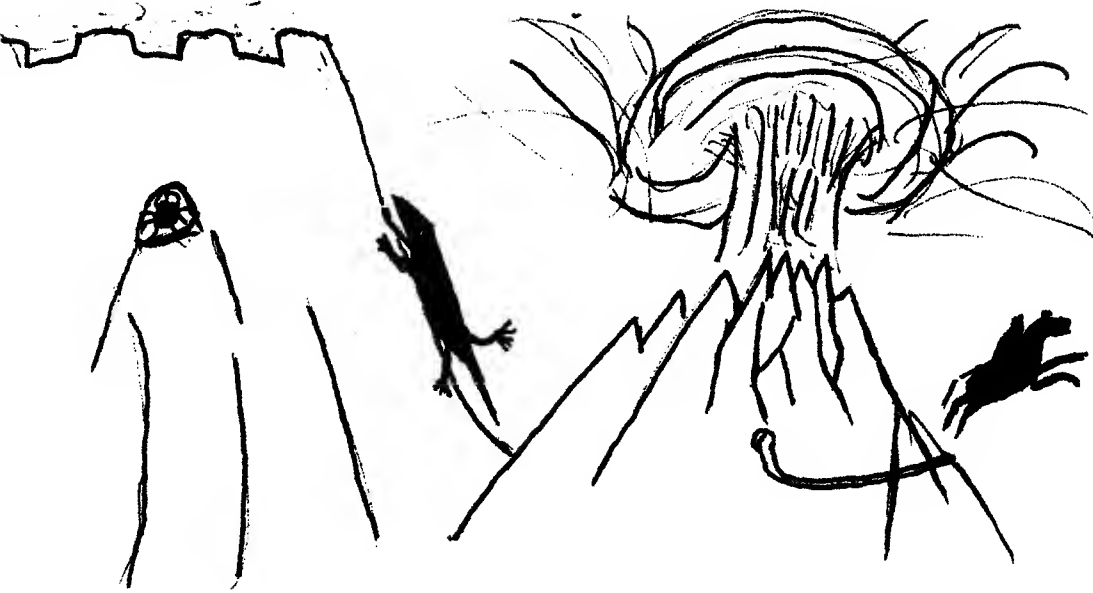


THE SILMARILLI

VOLUME I NUMBER I



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Dedicated to promoting and humanizing the game of Diplomacy

To my knowledge there have been at least five new Diplomacy game magazines since the first of August. So why am I attempting to start a new one, my reasons are twofold. First I think the hobby is expanding at a tremendous rate. Walt Buchanan has recieved twenty-two new names in the past six weeks. This means a yearly increase of about 180 people in the hobby. Now I realize that many of these people become dissatisfied and leave, but there are still a number of people joining us every month, and over a period of time, this number adds up. This is shown by the fact that this zine is going out to over 250 people who are all reasonably active in Diplomacy today.

The second reason is there are many things about the hobby which I don't know, but would like to learn. I think there are many other people who are also in the same position as I am. I plan on asking many questions about the many different aspects of Diplomacy and the Diplomacy community. I plan on passing the answers on to my readers, and will invite your comments. Some of the things I would like to find out about are ratings, organizations, and tournaments.

While I have mentioned ratings, I would like to find out exactly how all of them work. The only one which I presently know about is Len Lakofka's new one. Anyone who either has a system developed, or knows who to get in touch with to find out about one, could you please let me know. I would appreciate any help in finding this information.

The masthead says something about humanizing the game of Diplomacy. This concept arises from the fact that for ninety percent of the people involved in the hobby, the only thing you learn about the other players is their addresses. You might over a period of time get to know one or two other players, because you might end up in several games together, but that's about all. Most of the time you are just a name on an envelope. Particularly if you don't have anyone around to play FTF and can't make it to the occasional conventions. Some people are somewhat fearful about letting others know about themselves. A case in point is David Hunt, GM of Alpha who didn't want it to get out that he was only 16. As far as I'm concerned, my respect for him increased, that he was able to do the fine job that he does. What all this is leading to is that I feel that it would not be detrimental to the hobby or to the people involved to find out a little more about each other. Maybe everyone will tell me to mind my own business and to get my nose out of their life. If so, okay, I will. But I hope that I will not get that reaction.

I personally like John Boyer's idea of brief biographies of people involved in the games in Impassable. But I would like to go a step further and found out what the people who are the leaders of our hobby are like. I don't want to find out their life stories, what I would like to know is how old someone is, what they do in life, and what their interests are. It just seems to me that this would make the people in the hobby people, rather than addresses. But like I said, if everyone tells me to keep my nose out of their life, okay, but I hope not.

Obviously, I need to set an example, so I'll proceed to bore you for a while with myself. I am 23 years old, was born and raised in the unfortunate state of Indiana. I am a senior at Indiana University majoring in political science, with minors in history and sociology. I am presently trying to convince some law school that they need my presence in their school. I have been playing games for about four years and just really started into Diplomacy about six months ago. My other interests in life are sports cars (I used to drive an MG Midget, which if driven down a long hill would get up to 96mph) and politics. I am presently trying to elect two liberal county commissioners in a county that has been republican for so many years they think the last democrat running for President was Harry Truman. Last, but not least, I am married to a very tolerant wife who had no idea of what she was getting into when she married me.

Now that wasn't so hard. I don't think that anyone is going to run and give my bio to the FBI. Nor do I think that my personal life has been pried into. But I do think that maybe you might have a better understanding about how and why I do things the way I do.

Before I forget, Diplomacy is the registered trademark for the game invented by Allan Calhamer, and copywritten by Games Research Inc., 48 Wareham Street, Boston, Mass. I believe the game can be bought from them. It can also be purchased from Lowry's Hobbies, Evansville, Ind., or Simulations Publications, N.Y., N.Y., for the price of eight dollars. This is the first and last time that this will be printed in this zine.

I would like very much to run a Middle Earth variant if I could get a hold of some rules and a map. I have been a Tolkien fanatic since I first read the trilogy seven years ago. There has

been a rumor going around that Tolkien's new book was to be released soon, but I haven't been able to track it down.

Cost for The Silmarilli will be as follows: subscriptions for the next five issues will be 50¢, in order to get you hooked. After that they will be 8/\$1.00. Stamps will be accepted as currency, as long as they are commemorative. Games will be \$4.00, with the winner getting his entire fee returned, and all others who do not drop out will receive one dollar back. In case of a draw, the person with the highest number of supply centers will get a refund. For you lawyers out there, if two people draw a game with the same number of centers, they will both get their money back. In order to enter a game you must also submit a preference list and a short biography as described before. Standbys are open to anyone who is receiving the magazine, as long as they keep up their subscription or keep receiving the zine.

Taking the attitude that the more I read, the better off my readers will be, I welcome all trades. My policy will be that I trade you everything for everything. If I give you more then you give me, okay. If you give me more then I give you, then I am willing to reimburse you at a predetermined rate. I don't think that will be too complicated. My policy concerning the number of games will be as long as people want into a game, I will run one.

You might have noticed that the stamp on this issue is not a regular eight stamp. There are few things I hate more than seeing a plain old Eisenhower stamp, not that I have anything against Ike, he was a good man. I just like to see a little variety in life, and this is one way to get it. Commemorative stamps are usually very colorful, and help brighten up things a bit. Also I know of two different people who can use them. One is the IDA which is using them to raise money. The other is a fellow game freak in Arizona who is also a stampdealer.

Since I've thought about this, I'll give Rich a plug. Rich Loomis is a fellow game freak who has taken games and added a modern twist. He figures out and runs all his games with a computer. Right now he has two different games running, but he is working on four more. One is Nuclear Destruction, which is a very simplistic, but fun war game. It involves making alliances and blowing up other people. Sounds like something most Diplomacy players could understand. The other game is Battle Plan, which is more complicated than ND. But I enjoy it more, and have a lot of fun playing it. If you want to try something new and interesting, you might drop Rich a note, I think he has something worked out to give you an idea about his games. His address is; Rich Loomis, 8149 Thomas Rd., Scottsdale, Ariz, 85251. Tell him I told you about him.

While I'm at it, I'd like to give Karl Pettis a plug. This is strictly selfish in nature, I'm waiting for a game to fill, and I figure the sooner I fill it, the sooner I can start playing. Anyway Karl has openings, write to: Karl Pettis, 520 W McDonal Hall, MSU, East Lansing, Michigan, 48823.

To help get the games going, I'll give the first person to tell me what the answer to the following question is, free entry into a game. What does silmarilli mean and where does the term come

from? There is a hint is this zine elsewhere, it relates to something I would like to do.

As you might recall, my major is political science. In reality, the only thing I like better then Diplomacy, besides my wife, is politics. Hopefully after law school, I'll somehow manage to get into that field. This doesn't mean that I'm going to try and convince you one way or the other concerning politics. But I will occasionally attempt to discuss politics in a reasonable manner. I happen to think that the more people learn about politics, the way everything works, the better off we all will be. I personally will vote for McGovern, I can't stand Nixon, but I don't think McGovern has a prayer of winning. If he manages to pick up more then 45% of the vote, it will be a bloody miracle. But I'm still going to vote for him. I don't care if you're going to vote for Nixon or McGovern, just go vote. Particularly if you are in the age group 18-25. Everyone is saying how this age group wouldn't get out and vote, lets show them wrong.

HOUSE RULES FOR THE SIIMARILLI

1. The 1971 rules for the game of Diplomacy as published by Games Research Inc. will be used for all regular games. The rulebook can be purchased from GRI for \$1.00, address elsewhere.
2. All orders must be submitted on paper no smaller then a 3 by 5 index card. Only one set of orders, for one country, for one game, for one season should be on one piece of paper. All orders must have the following; legible writing, either the Boardman number or zine number, name of country, name of season, present date, and signature of player.
3. Any errors which are brought to the attention of the GM before the next season will be immediately corrected. Any errors which are found after the next season will be corrected at the discession of the GM, depending upon how they effect the game.
4. The GM encourages such itmes as general orders, two sets of orders mailed seperately, and tentative orders mailed upon receipt of the zine. The set of orders with the latest date will be used. Late orders will be accepted only upon very unusual circumstances. The GM will be the judge of these circumstances, and he is not very kind hearted.
5. General orders will be accepted for up to a two game year period. The more specific they are in directions and aims, the better off you will be if they are used.
6. Phone calls will be permitted, provided they are followed by mailed orders mailed within two days. But there is a warning, the GM works at least two nights a week. Orders will not be accepted which reach my wife rather then me. The GM also likes to talk on the phone to people, so save your money and get your orders in on tiem.
7. Deadlines will be three weeks from when the zine is mailed, due to the circumstances of printing. There might be a three or four day delay between deadline and printing.

8. Games can be ended by a vote of all active players agreeing to end the game. The winner will be the player with the largest number of supply centers at the time of the vote. As far as the GM is concerned, games will continue until there has been four game years without any change in supply centers.

9. Countries will be assigned by the use of a preference list.

10. There will be five seasons. Spring moves, Summer retreats, Fall moves, Autumn retreats, and Winter builds. How they are grouped together will depend entirely upon the circumstances.

11. Propaganda will be accepted subject to the laws of good taste and libel. Black propaganda will not be allowed.

12. A player may resign and name his own replacement as long as he is not now nor has ever been a player in the same game. Anyone who misses two consecutive moves or three nonconsecutive moves will be replaced. Anyone who resigns without notice will be bared from ever playing in another game run by the GM.

13. Any other problems which might arise and are not handled by any of the previous rules, will be settled in a manner consistent with any interaction between adult intelligent people. If that doesn't work, and impartial knowledgeable outside observer will be called upon to mediate.

14. The GM for The Silmarilli is Chic Hilliker, 3312 Stoneycrest, Bloomington, Indiana, 47401.

What follows is from the old Summer Brothers Smothers Show, but I can't remember who did it. If someone knows I would like to give credit for a tremendous thing.

Once upon a time in the land of hush-a-bye,
Around about the wonderous days of yore,
They came across a sort of box
Bound up with chains and locked with locks
And labeled "Kindly do not touch, its war."

A decree was issued round about-
All with a flourish and a shout
And a gaily coloured mascot
Tripping lightly on before-
"Don't fiddle with this deadly box
Or break the chains or pick the locks
And please don't ever mess about with war."

Well the children understood,
Children happen to be good
And were just as good around the time of yore,
They didn't try to pick the locks
Or break into that deadly box
And never tried to play about with war.

Mommies didn't either,
Sisters, Aunts nor Grannies neither
'Cos they were quiet and sweet and pretty
In those wonderous days of yore,
Well very much the same as now
And not the ones to blame somehow
For opening up that deadly box of war.

But someone did,

Someone battered in the lid
And spilled the insides out across the floor,
A sort of bouncy bumpy ball
Made up of flags and guns and all
The tears and horror and the death
That goes with war.

It bounced right out
And went bashing all about
And bumping into everything in store
And what was sad and most unfair
Was that it didn't really seem to care
Much who it bumped, or why
Or what, or for.

It bumped the children mainly,
And I'll tell you this quite plainly
It bumps them everyday and more and more
And leaves them dead and burned and dying,
Thousands of them sick and crying
'Cos when it bumps its very very sore.

There is a way to stop the ball,
It isn't very hard at all,
All it takes is wisdom
And I'm absolutely sure
We could get back into the box
And bind the chains and lock the locks
But no one seems to want to save the children anymore.

Well that's the way it all appears
'Cos its been bouncing round for years and years
In spite of all the wisdom wizzed
Since those wonderous days of yore,
And the time they came across that box
Bound up with chains and locked with locks
And labled, "Kindly do not touch, its war."

I have room for a few acknowledgements that I should give. I want to think Rod Walker for answering my first letter with his excellant Pontevedria. Its certainly a lose for all of us if Rod, can no longer perform this service for our hobby. I also want to think Walt Buchanan for getting me more interested in Diplomacy with Hoosier Archives. Many of my ideas have come from some of the newer publishers, among them John Boyer of Impassable, Steve Bell of Carpetbagger, and Steve Cooper of Armadillo. Well, I think thats about all there is, so good-bye from the bottom of the p

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t

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Ch

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